

Joystick

Your RadioShack Joystick lets you take control of the latest computer games! The joystick's advanced design provides comfortable and accurate control during simulated flights, and provides equal control-stick tension in all directions for fluid, precise tracking.

The joystick's advanced features include:

Selectable Throttle Control — provides three ways to control engine speed.

2- or 4-Button Fire Mode — gives you the flexibility you need to play games that require multiple controls.

Suction Cup Feet — help keep the joystick firmly in place when the action gets hot!

X- and Y-Axis Trim Controls — provide extra-fine tuning to help center the joystick.

COMPATIBILITY

Hardware — Your joystick works with IBM[®] and compatible PCs equipped with a joystick port, using the industry-standard 15-pin D subminiature connector. Joystick ports are also available on game cards and enhanced sound cards.

Important Note: To take advantage of all of your joystick's features, you must have a game card with a single dual-port installed in your computer. A dual-port game card is designed to run two 2-button joysticks at the same time (using a Y-connector).

Software — You can use your joystick with any PC-compatible software that supports a joystick.

Note: The function of each of the joystick's buttons depends on the game you are playing. Consult your game's owner's manual for more information.

USING THE JOYSTICK

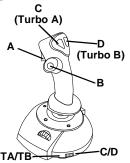
Cautions:

- Always turn off your computer before connecting or disconnecting the joystick from the game port.
- When disconnecting the joystick from the computer, hold and gently pull on the connector plug. Do not pull the cable.
- Turn off the computer, insert the joystick's connector into game port A or B on your computer, then turn on the computer.

Note: If you have two joystick ports, you can use either one. However, most software uses game port A for the primary joystick.

- If you are using Windows®95 or 98, configure and calibrate the joystick (see "Configuring/Calibrating the Joystick in Windows 95/98"), then load the game software according to the game's owner's manual.
- 3. Center the joystick if you are using it for the first time or after you use it for a while (see "Centering the Joystick" on Page 3).
- 4. Set C/D/TA/TB to C/D (for normal fire when you press a button) or to TURBO (for high-speed turbo fire when you hold down a button). If you set C/D/TA/TB to C/D, the function of the buttons is determined by your game program. If you set C/D/TA/TB to TA/TB, button C becomes turbo button A, and button D becomes turbo button B.
- 5. Press the joystick onto the desk or table to secure it.





Configuring/Calibrating the Joystick in Windows 95/98

- From the Start Menu, select Settings, click on Control Panel, then double-click the joystick icon.
- 2. Click on Add, select 3-Axis 4-Button Control System, then click on OK.

3. Click on **Calibrate**, follow the instructions that appear (to calibrate your joystick), click on **Test** to test your joystick, then click on **OK**.

Centering the Joystick

Your joystick has a spring-loaded, self-centering system that returns the control stick to its center position when you let go of it. Before you use the joystick for the first time or after you use it for a while, you might need to fine-tune the center position.

Most joystick-compatible software includes a calibration program that automatically centers a joystick. If your software includes this program, refer to its instruction manual for more information about how to select the joystick as your input device. Then follow the program's instruction screens to center the joystick.

If your software does not include its own calibration program, or the program does not center the joystick, you might have to manually center it. On the bottom of the joystick, the X-axis trimmer adjusts left/right centering, and the Y-axis trimmer adjusts up/down centering.

To manually center your joystick, slowly slide the X- and Y-axis trimmers until the game software's display shows that your joystick is centered.



Using the Throttle Control

The joystick's throttle control lets you adjust your aircraft's or vehicle's speed without having to use your keyboard, so you can keep your eyes on the screen.

To use the throttle control, set your game software's joystick calibration program for throttle use. Then during game play, rotate the throttle control forward to increase your speed or backward to reduce it.

Note: The throttle control's function might vary depending on the game you play. Always read your game's owner's manual.

CARE

To enjoy your joystick for a long time:

- Keep the joystick dry. If it gets wet, wipe it dry immediately.
- Use and store the joystick only in normal temperature environments.
- Handle the joystick gently and carefully. Don't drop it.
- · Keep the joystick away from dust and dirt.
- Wipe the joystick with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the joystick's internal components can cause a malfunction and invalidate its warranty. If your joystick is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RADIOShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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